

Nearly a year ago, we prepared the first version of [Free Fire weapons guide](#) and it became one of our most popular articles. Since then, a lot has changed – new weapons, as well as new features, have been added to the game. You can read about these new Free Fire features in our other articles: In this one, we will go back to the weapons and offer you the most comprehensive guide around.

[Read about the latest BlueStacks updates for Free Fire.](#)



REMINDER

1. The weapon data in this guide is OFFICIAL. It is based on information from the official Garena Website.
2. The suggestions in this guide are just “Suggestions”. Just because we think that a weapon is better than others does not make it the “best”. The best weapons are the ones you can use most efficiently. If you have different suggestions, please let us know via the comments section.


Assault Rifles

ASSAULT RIFLES (AR)

NAME	DAMAGE	RANGE	ATTACHMENTS
AN94	59	64	4
M60	56	65	1
Dragunov (*)	89	80	5
FAMAS	53	70	5
M4A1	53	77	5
AK	61	72	5
SKS	82	82	5
GROZA	61	75	5
M14	71	76	5
SCAR	53	60	5

(*) Dragunov is usually known as a sniper rifle but it is listed under the “AR” category on the Garena website.

SKS



DAMAGE

RANGE

MAGAZINE

82

82

10

RATE OF FIRE

RELOAD SPEED

ACCURACY

33

41

88

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP


MAGAZINE

SCOPE

Semi-automatic sniper rifle that comes pre-attached with 4x scope.

LONG RANGE HIGH DAMAGE

GROZA



DAMAGE

RANGE

MAGAZINE

61

75

30

RATE OF FIRE

RELOAD SPEED

ACCURACY

50

48

54

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP


MAGAZINE

SCOPE

High damage and long-range rifle with great stability. Possibly the strongest rifle Free Fire has ever seen.

LONG RANGE RARE

M14



DAMAGE

RANGE

MAGAZINE

71

79

15

RATE OF FIRE

RELOAD SPEED

ACCURACY

41

41

77

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

Rifle with the longest range, almost like a sniper rifle.

LONG RANGE HIGH DAMAGE

SKS and M14 are still the kings of this category. SKS has the highest damage (right after Dragunov) and the longest distance of all. The rate of fire is very low, as can be expected, and the magazine size is limited to 10. However, it is probably the best overall weapon to use in the open world. And since you are using BlueStacks, aiming with an SKS will be an easy job for you. M14 is the next best weapon in this category, which offers a slightly higher fire rate and magazine size. AN94 is a recent addition to this category that came with the latest patch, but it is not that good: Even FAMAS is better. Note that GROZA is

in a special category of its own: Even Garena defines it as the “best damn weapon in the game” but it is very rare.

SMG (Small Machine Guns) And LMG (Light Machine Guns)


NAME	DAMAGE	SMG & LMG		ATTACHMENTS
		RANGE		
Treatment Gun	56	33		None
P90	48	27		2
MP40	48	22		1
UMP	48	31		5
MP5	48	27		5
VSS (*)	50	84		2
M249	94	8		None

(*) VSS is actually a sniper rifle but it is listed under the “SMG” category on the Garena website.

NEW

TREATMENT GUN

III 25



DAMAGE

56

RATE OF FIRE

44

RANGE

33

RELOAD SPEED

48

MAGAZINE

25

ACCURACY

57

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

The Treatment Gun deals damage against enemies and heals your allies.

HEALING

SHORT RANGE

P90

III 50



DAMAGE

48

RATE OF FIRE

76

RANGE

27

RELOAD SPEED

48

MAGAZINE

50

ACCURACY

37

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

SMG with large clip size. Comes with high rate of fire and strong mid-range fire power.

MEDIUM RANGE

INSANE FIRE RATE

MP40

III 20



DAMAGE

48

RATE OF FIRE

83

RANGE

22

RELOAD SPEED

48

MAGAZINE

20

ACCURACY

17

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

It's amazing how stable this submachine gun is despite its insane rate of fire. Extremely powerful in the short range. However, this gun is unable to equip any attachments other than a magazine.

INSANE FIRE RATE

CLOSE-RANGE

AN94 was a disappointing AR that came with the latest patch, but Treatment Gun is not. In fact, it is the only “healing” weapon in the game. That’s right: When you point this gun at your teammates and pull the trigger, you actually heal them. It is an effective weapon for attacking too and offers the second best range in this category. P90 will be our other

choice in SMGs, due to its amazing fire rate. You can empty the clip literally in seconds and truly destroy everything. MP40 has an even higher fire rate but its magazine size is quite small – half of the P90. VSS is also worth mentioning because it is actually a mini-sniper rifle. At the moment, it has the third-best accuracy among all Free Fire weapons and the rate of fire is quite satisfying. M249 is the only weapon in the LMG category but don't waste your time with it: It is useful only in close combat and shotguns are better for this type of encounters.


Sniper Rifles



SNIPER RIFLES (SR)

NAME	DAMAGE	RANGE	ATTACHMENTS
KAR98K	90	84	3
AWM	90	91	4

KAR98K

III 5



DAMAGE

90

RATE OF FIRE

27

RANGE

84

RELOAD SPEED

55

MAGAZINE

5

ACCURACY

90

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE


A well balanced sniper rifle pre-equipped with an 8x scope.



LONG RANGE

HIGH DAMAGE

AWM

III 5



DAMAGE

90

RATE OF FIRE

27

RANGE

91

RELOAD SPEED

34

MAGAZINE

5

ACCURACY

90

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

High damage sniper rifle with a long reload time.

LONG RANGE

GOOD FOR STATIONARY TARGETS


[Play Garena Free Fire on BlueStacks 4](#)


It is a close call, but we will go with KAR98K in this category. The range difference is not that big but KAR98K offers a faster reload speed. [If you are shooting against a stationary target](#) and want to finish the job with one bullet, sure, AWM is the best option. But if you miss that shot, you won't have enough time to reload the weapon. KAR98K, on the other hand, might give you another shot to complete the job.

Shotguns And Launchers

SHOTGUN & LAUNCHER

NAME	DAMAGE	RANGE	ATTACHMENTS
SPAS12	97	15	1
M1014	94	10	None
MGL140	90	51	1
M79	90	51	None

SPAS12




DAMAGE	97	RATE OF FIRE	42
RANGE	15	RELOAD SPEED	34
MAGAZINE	5	ACCURACY	10

SILENCER

MUZZLE

FOREGRIP


MAGAZINE



SCOPE

Very powerful short-range shotgun. You will most likely be punished heavily if you miss, due to the fact that it is a single fire weapon.

SINGLE FIRE

SHORT-RANGE

M1014


DAMAGE	94	RATE OF FIRE	38
RANGE	10	RELOAD SPEED	20
MAGAZINE	6	ACCURACY	10

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

Use a shotgun to quickly decimate your nearby opponents.

HIGH DAMAGE

SHORT RANGE

SPAS12 is the king of all shotguns: It has superior firepower and reload speed when compared to M1014. This is the best weapon in Free Fire to clear out buildings and closed spaces. You don't even need to aim: Point it to the nearest enemy and shoot. However, never use shotguns in medium and long-range combat, even throwing a rock at the enemy will deal more damage. Among the launchers category, MGL140 is slightly better due to faster reload speed. Use it to clear out rooms from outside – even one shell will be enough to kill everything.

Pistols And Crossbow


PISTOL & CROSSBOW






NAME	DAMAGE	RANGE	ATTACHMENTS
Crossbow	90	38	None

M500	67	76	3
M1873	94	8	None
USP	45	29	3
G18	45	36	1
Desert Eagle	53	46	2

M500

III 5



SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

DAMAGE

RANGE

MAGAZINE

RATE OF FIRE

RELOAD SPEED

ACCURACY

97

70

5

43

69

10

ATTACHABLES


Comes with a pre-attached 2x scope, meant to destroy enemies from a long range. Single fire pistol with a small clip size.






HIGH DAMAGE

LONG RANGE

M1873

III 2



SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

DAMAGE

RANGE

MAGAZINE

RATE OF FIRE

RELOAD SPEED

ACCURACY

54

8

2

35

41

10

ATTACHABLES


The only secondary weapon known to be able to make quick work of opponents.






CLOSE-RANGE

SECONDARY WEAPON

USP

III 12



SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

DAMAGE

RANGE

MAGAZINE

RATE OF FIRE

RELOAD SPEED

ACCURACY

45

29

12

44

63

57

ATTACHABLES

Lightweight pistol that does not affect the user's agility in combat.

HIGH MOBILITY


SUITABLE FOR INITIAL PHASE

Handguns are generally not that useful in Free Fire, and you should ditch them as soon as you find another type of weapon. However, M500 is the exception to this rule: It is basically a Wild West gun with a scope. The clip size is small as can be expected, but getting this gun at the beginning of the game can be very useful: You can use it as a sniper rifle! We are not kidding, the range of AWM is 91 and the range of M500 is 76 – you will be practically carrying an SR. Other than M500, we don't recommend using any of the handguns. Sure, grab one whenever you can, they are still better than using your fists. But ditch them as soon as you find a “useful” weapon. Crossbow is another good alternative weapon at the beginning of a match, as it's base damage is as high as sniper rifles and it has a “dot” effect (damage over time). In other words, once you hit an enemy with a crossbow, he/she continues to bleed and lose health points: This is the only weapon in the game with this effect. However, you cannot put a scope on it so it is useful only for medium-range combat. And AR weapons offer better fire rate and reload speed for that type of combat.

Melee Weapons And Throwables

MELEE & THROWABLE			
NAME	DAMAGE	RANGE	ATTACHMENTS
Bat	63	5	None
Pan	62	4	None
Parang	66	4	None
Grenade	Unknown	Unknown	None

BAT



DAMAGE

63

RANGE

5

MAGAZINE

0

RATE OF FIRE

33

RELOAD SPEED

0

ACCURACY

10

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP


MAGAZINE

SCOPE

Slightly further range than the pan and has a lower chance of deflecting bullets due to its shape.

MELEE SMALL

GRENADE



DAMAGE

0

RANGE

0

MAGAZINE

0

RATE OF FIRE

0

RELOAD SPEED

0

ACCURACY

0

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

Slightly further range than the pan and has a lower chance of deflecting bullets due to its shape.

MELEE SMALL

PAN



DAMAGE

62

RANGE

4

MAGAZINE

0

RATE OF FIRE

36

RELOAD SPEED

0

ACCURACY

10

ATTACHABLES

SILENCER

MUZZLE

FOREGRIP

MAGAZINE

SCOPE

The ultimate shield that protects the wearer from everything your enemy can throw at you.

SHIELD MELEE

We have only one advice in this category: Don't use melee weapons. None of them are useful and worth taking. Pan also counts as armor but that's it – none of the melee weapons offer anything practical. We are not sure why Garena does not provide grenade stats but it is the only item you should take in this category. Grenades are quite useful for clearing out rooms and forcing enemies to exit ambush points.

You won't be able to get the "best" weapons in every match, but at least you now know which ones are worth pursuing. Don't forget that "aiming" is more important than finding the best weapons and [BlueStacks has many features that will ease that job](#), so we highly recommend taking a look at [our other Free Fire articles](#). Now, go out and conquer those islands: Only one player can eat the chicken dinner!